

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device having a wager game, comprising:

at least one data storage device storing a plurality of instructions associated with a plurality of different functions of the wager game;

at least one primary sound file stored in the data storage device;

~~at least one~~ a plurality of variant sound files stored in the data storage device, each of the variant sound files being a variation of the primary sound file and each of the variant sound files being different from one another, wherein the variation between the primary sound file and each of the variant sound file is at least a change in a music variable selected from the group consisting of key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

~~at least one player input event stored in the data storage device, the player input event associated with the variant sound file~~ a plurality of different options selectable by the player, at least two of the options associated with: (a) a different one of the variant sound files; and (b) a different one of the functions of the wager game;

at least one speaker;

at least one player input device enabling the player to select the options; and

a processor in communication with the data storage device, the player input device and the speaker, which: (a) plays the primary sound file after a predetermined event occurs; (b) determines which one of the options is selected by the player ~~plays the variant sound file after the player uses the player input device to cause the player input event associated with said variant sound file to occur;~~ and (c) plays any variant sound file associated with the selected option; and (d) operates the wager game according to the function associated with the selected option~~stops playing the primary~~

~~sound file at a predetermined point in time after the player causes said player input event to occur.~~

Claim 2 (original): The gaming device of Claim 1, which includes at least one game event stored in the data storage device.

Claim 3 (original): The gaming device of Claim 2, wherein the predetermined event is the game event.

Claim 4 (original): The gaming device of Claim 1, which includes a plurality of player input events stored in the data storage device.

Claim 5 (original): The gaming device of Claim 4, wherein the predetermined event includes one of a plurality of player input events.

Claim 6 (canceled)

Claim 7 (original): The gaming device of Claim 1, wherein the predetermined event is initiation of a predetermined game mode.

Claim 8 (original): The gaming device of Claim 7, wherein the game mode is selected from the group consisting of an attract mode, an idle mode, a normal mode, a game play mode, a bonus mode, a cashout mode, a credit roll-up mode, a jackpot mode, a hand pay mode and a player tracking mode.

Claim 9 (currently amended): A gaming device having a wager game, comprising:

at least one data storage device storing a plurality of instructions associated with a plurality of different functions of the wager game;

at least one primary sound file stored in the data storage device;

~~at least one a plurality of variant sound files~~ stored in the data storage device, each of the variant sound files being a variant of the primary sound file and each of the variant sound files being different from one another, wherein the variation between the primary sound file and each of the variant sound files is at least a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

a plurality of different options selectable by the player, at least two of the options associated with (a) a different one of the variant sound files; and (b) a different one of the functions of the wager game; ~~player input events stored in the data storage device, one of the player input events associated with the primary sound file and the other player input event associated with the variant sound file;~~

at least one speaker;

at least one player input device enabling the player to select the options; and

a processor in communication with the data storage device, the player input device and the speaker, which: (a) plays the primary sound file after a ~~player uses the player input device to cause the player input designated~~ event associated with said primary sound file to occur; (b) determines which one of the options is selected by the player; (c) ~~(b) plays the any variant sound file after the player uses the player input device to cause the player input event associated with the selected option;~~ and (d) operates the wager game according to the function associated with the selected option. ~~said variant sound file to occur; and (c) stops playing the primary sound file at a predetermined point in time after the player causes said player input event to occur.~~

Claim 10 (currently amended): A gaming device having a wager game, comprising:

at least one data storage device storing a plurality of instructions associated with a plurality of different functions of the wager game;

at least one primary sound file stored in the data storage device;

~~at least one~~ a plurality of variant sound files stored in the data storage device, each of the variant sound files being a variant of the primary sound file and each of the variant sound files being different from one another, wherein the variation between the primary sound file and each of the variant sound files is at least a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

at least one game event stored in the data storage device, the game event associated with the primary sound file;

~~at least one player input event stored in the data storage device, the player input event associated with the variant sound file;~~

a plurality of different options selectable by the player, at least two of the options associated with: (a) a different one of the variant sound files; and (b) a different one of the functions of the wager game;

at least one speaker;

at least one player input device enabling the player to select the options; and

a processor in electronic communication with the data storage device, the player input device and the speaker, which: (a) plays the primary sound file after the game event associated with said primary sound file occurs; (b) determines which one of the options is selected by the player; ~~(c) (b)-plays the any variant sound file after the player uses the player input device to cause the player input event associated with the selected option said variant sound file to occur;~~ and (d) operates the wager game according to the function associated with the selected option. ~~(e) stops playing the primary sound file at a predetermined point in time after the player causes said player input event to occur.~~

Claim 11 (currently amended): A gaming device having a wager game, comprising:

at least one data storage device storing a plurality of instructions associated with a plurality of different functions of the wager game;

at least one primary sound file stored in the data storage device;

a plurality of variant sound files stored in the data storage device, each of the variant sound files being a variant of the primary sound file and each of the variant sound files being different from one another, wherein the variation between the primary sound file and each of the variant sound files is at least a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

a plurality of different options selectable by the player, at least two of the options ~~player input events stored in the data storage device, each player input event~~ associated with (a) a different one of the variant sound files; and (b) a different one of the functions of the wager game; ~~one of the variant sound files;~~

at least one speaker;

at least one player input device enabling the player to select the options; and

a processor in electronic communication with the data storage device, the player input device and the speaker, which: (a) plays the primary sound file after a predetermined event occurs; (b) determines which ones of the options are selected by the player; ~~(c) (b)-plays a first any of the variant sound files associated with the selected options;~~ and (d) operates the wager game according to the functions associated with the selected options. ~~after the player uses the player input device to make a first player input; stops playing the primary sound file at a predetermined point in time after the player makes said first player input; (d) plays a second variant sound file after the player uses the player input device to make a second player input; and (e) stops playing the first variant sound file at a predetermined point in time after the player makes the second player input.~~

Claim 12 (currently amended): A method of providing a sound change in a gaming device, said method comprising the steps of:

initiating a predetermined game mode of a wager game;

playing a primary sound file;

associating a plurality of variant sound files with the primary sound file, each of the variant sound files being a variation of the primary sound file and each of the variant sound files being different from one another;

receiving a ~~player input from~~ selection by a player of one of a plurality of different options; and

associating at least two of the options with: (a) a different one of the variant sound files; and (b) a different function of the wager game;

determining which one of the options is selected by the player;

~~playing a variation of said primary sound file~~ any variant sound file associated with the selection option, wherein said variant ~~the variation of the primary sound file~~ is at least a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording-; and

operating the wager game according to the function associated with the selection option.

Claim 13 (original): The method of Claim 12, wherein the variation includes a musical change to said primary sound file.

Claim 14 (canceled)

Claim 15 (original): The method of Claim 13, wherein the step of playing the variation includes the step of playing a sound file which includes a musical change to said primary sound file.

Claim 16 (currently amended): A method of providing a sound change in a gaming device, said method comprising the steps of:

initiating a predetermined game mode of a wager game;
playing a musical sound recording;
enabling a player to select one of a plurality of different options associated with different functions of the wager game;
receiving the player's selection of one of the options ~~a player input~~; and
changing a musical variable in said musical sound recording, said change depending upon the option selected by the player wherein the said step of changing the musical variable at least includes the step selected from the group consisting of: changing key, changing tempo, changing style, changing melody, changing beat, changing syncopation, changing notes, changing mode, changing scale, changing chords, changing pitch, changing voice, changing instrument and jumping from one section of a sound recording to a different section of said sound recording; and
continuing to play the changed musical sound recording until a predetermined event occurs.

Claim 17 (canceled)

Claim 18 (currently amended): The method of Claim 16, ~~which includes the step of repeating steps (b) through (d) at least once.~~ wherein enabling the player to select one of a plurality of different options includes providing the player with the opportunity to perform at least one of the steps selected from the group consisting of placing a bet, initiating a play, cashing out, increasing a bet, changing a wager, playing a hand and spinning one or more reels.

Claim 19 (currently amended): A data storage device for a gaming device, said data storage device comprising:

a memory device storing a plurality of instructions associated with a plurality of different functions of the wager game;

at least one primary sound file stored in the memory device;

~~at least one~~ a plurality of variant sound files stored in the memory device, each of the variant sound files being a variation of the primary sound file and each of the variant sound files being different from one another, wherein the variation between the primary sound file and each of the variant sound files is at least a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

~~at least one player input event stored in the memory device, the player input event associated with the variant sound file; and~~

a plurality of different options selectable by the player, at least two of the options associated with: (a) a different one of the variant sound files; and (b) a different one of the functions of the wager game;

at least one player input device enabling the player to select the options; and

a plurality of instructions for a processor, said instructions directing the processor to: (a) play the primary sound file after a predetermined event occurs; (b) determine which one of the options is selected by the player; ~~(c) (b) play the any variant sound file associated with the selected option; after the player causes the player input event associated with said variant sound file to occur;~~ and (d) operate the wager game according to the function associated with the selected option. ~~(e) stop playing the primary sound file at a predetermined point in time after the player causes said player input event to occur.~~

Claim 20 (currently amended): A gaming device having a wager game having a plurality of different functions, the gaming device comprising:

~~a plurality of player inputs;~~

a plurality of different options selectable by a player, each of the options associated with a different one of the functions of the wager game;

a plurality of musical recordings;

a data storage device which stores the ~~player inputs~~ options and musical recordings;

~~means for receiving player inputs enabling the player to select the options;~~ and

a processor in communication with the data storage device and the player input means, which: (a) plays one of the musical recordings after a particular event occurs; (b) determines which one of the options is selected by the player; and ~~(b)-(c)~~ plays a variation of said musical recording after a player makes a predetermined player input, the variation played depending upon the option selected by the player wherein said the variation of said musical recording is at least a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording.

Claim 21 (canceled)

Claim 22 (currently amended): A gaming device having a wager game having a plurality of different functions, the gaming device, comprising:

~~a plurality of player inputs;~~

a plurality of musical recordings;

a plurality of musical variations to each of the musical recordings, each of the musical variations associated with one of the player inputs being different than one another, wherein the variations to the musical recordings include at least a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

a plurality of different options selectable by a player, at least two of the options associated with: (a) a different one of the musical variations; and (b) a different one of the functions of the wager game;

a data storage device which stores the ~~player inputs~~ options, musical recordings and the musical variations;

~~means for receiving player inputs~~ enabling the player to select the options; and

a processor in communication with the data storage device and the player input means, which: (a) plays one of the musical recordings after a particular event occurs; (b) ~~receives a player input~~ the player's selection of one of the options; and (c) plays ~~the~~ any musical variation associated with said player input selected option.

Claim 23 (canceled)

Claim 24 (currently amended): A gaming device having a wager game having a plurality of different functions, the gaming device, comprising:

background music;

a plurality of musical changes to the background music, wherein each musical change is at least a change in a musical variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

a plurality of different wager options for a player, at least two of the wager options associated with: (a) a different one of the musical changes; and (b) a different one of the functions of the gaming device;

computer memory which stores the background music, musical changes and wager options; and

a computer in communication with the computer memory which: (a) plays the background music at a particular time; (b) enables the player to select a-at least one of the wager options; and (c) plays ~~the~~ any musical change associated with the selected wager option.

Claim 25 (canceled).

Claim 26 (currently amended): A gaming device having a wager game, having a plurality of different functions, the gaming device comprising:

at least one data storage device;

a first sound file and a plurality of second sound files stored in the data storage device, wherein said second sound files are is a musical variations of said first sound file, each of the second files being different from one another, and wherein the musical variation is at least a change in a musical variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

~~at least one player input event~~ a plurality of different options stored in the data storage device, at least two of the options associated with: (a) a different one of the second sound files; and (b) a different one of the functions of the wager game; ~~the player input event associated with the second sound file;~~

at least one speaker;

at least one player input device; and

a processor in communication with the data storage device, the player input device and the speaker, which: (a) plays the first sound file after a predetermined event occurs; (b) determines which one of the options is selected by the player; ~~(b) (c) plays the any second sound file associated with the selected option; after the player uses the player input device to cause the player input event associated with said second sound file to occur;~~ and (d) operates the wager game according to the function associated with the selected option. ~~(c) stops playing the first sound file at a predetermined point in time after the player causes said player input event to occur.~~

Claim 27 (currently amended): A gaming device comprising:

A game operable upon a wager by a player, the game having a plurality of different functions;

at least one data storage device;

at least one primary sound file stored in the data storage device;

a plurality of variant sound files stored in the data storage device, each variant sound file being a variant of the primary sound file, each of the variant sound files being different than one another, wherein the variation between the primary sound file and each of the variant sound files is at least a change in a music variable selected from the group consisting of: key, style, melody, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

a plurality of ~~player input events~~ different options stored in the data storage device, ~~each~~ at least two of the options associated with: (a) a different one of the variant sound files; and (b) a different one of the functions; player input event associated with one of the variant sound files;

a plurality of game events stored in the data storage device, each game event associated with one of the different variant sound files, said game events including at least one of: an attract mode, an idle mode, a normal mode, a game play mode, a bonus mode, a cashout mode, a credit roll-up mode, a jackpot mode, a hand pay mode and a player tracking mode;

at least one speaker;

at least one player input device; and

a processor operable with the data storage device, the player input device and the speaker to: (a) play the primary sound file after one of the game events occurs; (b) determine which one of the options is selected by the player; (b)-(c) play a first any variant sound file associated with the selected option; after the player uses the player input device to make a first one of the player inputs; (c) stop playing the primary sound file at a predetermined point in time after the player makes said first player input; (d) plays a second variant sound file after the player uses the player input device to make a

~~second player input; and (d) operate the game according to the function associated with the selected option. (e) stop playing the first variant sound file at a predetermined point in time after the player makes the second player input.~~

Claim 28 (new): A gaming device comprising:

- a wager game having a plurality of different functions;
- a data storage device;
- at least one sound file stored in the data storage device;
- a plurality of different variations of the sound file stored in the data storage device;
- a plurality of different options for the wager game including a set of designated options, each of the designated options associated with: (a) a different one of the variations of the sound file; and (b) a different one of the functions of the wager game;
- at least one speaker;
- at least one input device enabling the player to select the designated options;
- and
- a processor operable with the data storage device, the input device and the speaker to:
 - (a) play the sound file after a designated event occurs;
 - (b) determine when the player selects one of the designated options;
 - (c) play the variation associated with said selected option; and
 - (d) operate the wager game according to the function associated with said selected option.

Claim 29 (new): The gaming device of Claim 28, wherein at least one of the designated options includes an option selected from the group consisting of whether to place a bet, whether to initiate a play, whether to cash out, whether to increase a bet, whether to change a wager, whether to play a hand and whether to spin one or more reels.

Claim 30 (new): A method for operating a gaming device comprising:
 providing a game operable upon a wager, the game having a plurality of different functions;
 playing a sound file after a designated event occurs;
 providing access to a plurality of different variations of the sound file;
 associating a plurality of options with: (a) different ones of the variations of the sound file; and (b) different ones of the functions of the game;
 enabling a player to select at least one of the plurality of options;
 determining which one of the options is selected by the player;
 playing the variation associated with the selected option; and
 operating the game according to the function associated with the selected option.

Claim 31 (new): The method of Claim 30, wherein enabling the player to select at least one of the plurality of options includes providing the player with the opportunity to perform at least one of the steps selected from the group consisting of placing a bet, initiating a play, cashing out, increasing a bet, changing a wager, playing a hand and spinning one or more reels.